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HIGH FIVE.

RULES
FOR PLAYING THE
SINGLE, DOUBLE AND PROGRESSIVE
GAMES.

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BY
EDGAR C. SNYDER,
" "

Associate Editor, "OMAHA EXCELSIOR."



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PREFACE.

In the following pages no attempt has been made at a scientific treatise. The purpose of this little book is to supply in a convenient shape a want long felt for a reliable book of reference upon the well known Western game, High Five.

An ounce of practice is worth a pound of theory; and all that books can do is to present the theory and principles of the game. Reading this little work will not make you a good High Five player. As in life, so in High Five—one must use his own educated judgment, and not slavishly follow written instructions.

Coolness, memory and good temper are the three great secrets of success at High Five. Never play a card without a reason, for a bad reason is better than no reason at all.

While I recognize that this is the first attempt ever made to formulate a set of rules for High Five, still I have weighed them all, and find that they work admirably. So I give them to you with the hope that they may bridge over many rough places, and at the same time reveal to you the pleasures of this newest game of cards.

E. C. S.

Omaha, February, 1890.

HIGH FIVE.

CHAPTER I.

DESCRIPTION OF THE GAME OF HIGH FIVE.

High Five was first played in a small town in Nebraska (Holdredge by name) several years ago, but not until within the past year has the game been known outside the State, which deserves the credit of having given to the card-playing public so simple, yet so fascinating a game with cards. The local residents of the little village taught the game to the commercial traveler, and he in turn introduced it to his fellows, and thus the game became the idol of the Western people, Mr. Robert Schenck and his fascinating game of poker being almost forgotten, except to the man who would rather ante than dine upon terrapin and canvas back.

The game derives its name from the five spot of tramps, which is the bone of contention, the player securing it counting five points in the hand played. It can be taken by any trump card higher in numerical strength than itself, and hence is played for with all the vim and enthusiasm that the business man displays in his fight for a commanding share of his class of business. When not trump the five spot is the veriest weakling, counting nothing to the person taking it, being simply one of the cards of the pack. Therefore, it has a significance, and it has not, the trump determining whether it is worthy to be considered as a strong factor in the game.

High five combines many of the elements of Seven Up, that very charming game which our fathers loved so well (which was by them called Old Sledge), and Pedro. The first four points correspond to the points in Seven Up, viz.: High, low, jack and the game, while the *bid* is made the same as in Pedro, with this exception, that it enriches no one, while in Pedro it counts to the dealer.

In evolving the game, two considerations were regarded, firstly, that it combine the leading points of Seven Up, and secondly, the bidding of Pedro, except that the bid should become a fiction, and be used only for the purpose of drawing attention at the end of the hand to the amount which the bidder is compelled to make before he gets on "easy street."

The game is played with a full pack of fifty-two cards, the manner of dealing, playing, etc., being given in subsequent chapters, which cover the ground of Single High Five, Double High Five and Progressive High Five.

The game does not require any particular skill, except that good judgment and an excellent memory should always be present and aid the players in solving the problems, which, while not as intricate as Whist, still puzzle the card players in knowing what is best to play and what tricks are best to take under all the conditions of the game.

CHAPTER II.

SINGLE HIGH FIVE.

1. Single High Five may be played by any number of players not exceeding six (6), and nine (9) points may be made, as follows, viz.: High, low, jack and the game counting one (1) point each, and the five (5) spot of trump counting five (5).

2. Twenty-one (21) points constitute a game.
3. The game is played with a full pack of fifty-two (52) cards, and the cards are dealt in the same manner as in Seven Up. The players cut for deal, low always

dealing, ace being low. The pack is then cut to the dealer; if two (2) play, by his opponent; if more than two (2) play, by the antagonist to his right.

4. The dealer unites the pack and deals six (6) cards, three (3) at a time, to each player. When each player has received the requisite number of cards the playing begins, the person sitting to the dealer's left having the first bid. Each player has a chance, in turn, to name the trump by bidding a number higher than the last. The dealer having the final voice in the matter, may accept the amount bid or he may bid a number still higher, and name the trump.

5. The bid is a fiction, having no value in the game except in determining the number of points the person naming the trump, by reason of his bid, must make. It goes to the board and not to the dealer.

6. The bidder can not bid higher than nine (9), as that is the limit to the points which can be made in a single hand. He may, however, bid any number between one (1) and nine (9), the strength of his hand determining the amount of his bid. Or he may pass the bid to the person on his left.

7. Should the bidder, who has named the trump, fail to make the number of his bid, his score is decreased to the extent of the bid, and the player is said "to go in the hole."

8. The successful bidder having named the trump, each player discards his non-trump cards and receives from the dealer a like number of cards taken from the remainder of the pack. Should the dealer not be able to complete his hand from the cards remaining in the pack, he may take from the discarded cards enough to make his requisite six (6).

9. In Single High Five it is not wisdom to bid over the strength of your hand. Get the making of trumps as cheap as possible. If you have a poor hand and suspect that your adversary is anxious to name the trump out of your hand, it is sometimes well to bid more than your hand justifies, so as to lead your

opponent to raise the bid, and thus force him to take larger risks in the number of his bid.

10. If you have ace, king, queen of a suit, with another small card of like color, and six (6) persons are playing, or even five (5) or four (4), it is safe to bid seven (7) and, if occasion requires, eight (8), as you have three (3) leads for the five (5) spot, jack and game. Having secured the naming of the trump by the bid, it is always wisdom to lead your ace first, then the king and queen, thus giving your partner an opportunity to play his five (5) spot, if by good fortune he should hold it.

11. In discarding, cards must be turned face upward on the table, so that all players may see what has been discarded.

12. Discarding the five (5) spot of trump is not allowed.

13. After each player has received the number of cards he requires to complete his hand after the discard, playing is begun by the bidder leading any card which he may deem best.

14. In Single High Five you are not compelled to lead trumps on opening.

15. You are compelled to follow suit when trump is led. When trump is not led you may either play your suit card or trump, as you may elect. When you do not play trump, then suit must be followed providing you have suit cards; if not, then you may play any lay card.

16. Cards are valued as follows in taking tricks: Ace, king, queen, jack, ten spot, nine spot, eight spot, seven spot, six spot, five spot, four spot, three spot, two spot, the lowest trump card outranking the highest lay card.

17. Should the ace and deuce of trumps, representing the high and low, not be out, then the next highest and lowest trump cards become the high and low.

18. "Game" is determined by a count of the aces, the face cards and all the ten spots, the value of the

cards being as follows: Ace, four; king, three; queen, two; jack, one; ten spots, ten each, lay tens counting as many as the ten of trumps. The player having a majority of the face cards, the aces and the tens is said to have "made game."

19. In case of a tie, high goes out first, low next, jack next, then game, and lastly the five spot. But should jack be made first before either high or low, then the game is terminated, and high and low do not count.

20. The five (5) spot of trump suit outranks the five (5) spot of the corresponding color.

CHAPTER III.

DOUBLE HIGH FIVE.

1. Undoubtedly the game of the West today is Double High Five, which, of course, was an after consideration when High Five was devised for the entertainment of card players.

2. Four persons make the best game, although five and even six persons may play.

3. The game is conducted upon the same lines as Single High Five with few exceptions.

4. Fourteen (14) points may be made in a single hand, as against nine (9) points in Single High Five, viz.: High, low, jack, game, the five (5) spot of trump counting five (5), and the five (5) spot of the corresponding color also counting five (5), the four (4) first points mentioned counting one, (1) each.

5. Nine (9) cards are dealt to each player, three (3) at a time, the elder hand having the first bid.

6. The bidding is the same as in Single High Five. (See rules 4 and 5, chapter ii.)

7. The trump having been named, each player discards his non-trumps, and is dealt cards enough by the dealer so that each may have six (6) when the play commences. (See rule 8, chapter ii.)

8. The dealer having dealt the second time around is permitted to take from the pack any trump cards

that remain, which, in High Five parlance, is called "robbing the deck," always remembering that he is not entitled to more than six (6) cards when the bidder commences the play.

9. Should there be not sufficient cards remaining, after the dealer has dealt the second time, to complete his hand, he may take as many cards from those discarded as he requires to complete his hand, always bearing in mind that low non-suit cards are preferable to high ones, as it very often plays havoc with one's game to have your partner take the lead by high non-suit cards.

10. Fifty-two (52) points constitute a game in Double High Five.

11. The element of uncertainty being greater in Double than in Single High Five, players should be very careful not to overbid their hands, as the result is much more disastrous than in Single High Five.

12. Partners should rely upon the merits of each other's hands in making bids and in playing their cards, as bravery is one of the requisites to win at Double High Five.

13. The ten (10) spot of trumps is "game" in Double High Five, thus saving much annoyance and arithmetic.

14. Low is counted to the person or side playing it, as in Single High Five.

15. An ace in Double High Five is always worth six (6); an ace and deuce seven (7), and an ace, king and queen from eight (8) to ten (10), according to the necessity which arises. But the judgment of the player must decide these technical points as to bid, no rule being able to anticipate all possible contingencies.

16. Low always deals, and ace is low.

17. In case of a tie, the same rule governs as in Single High Five. (See rule 19, chapter ii.)

18. Observe your partner's leads, as well as your opponents' and never fail to play with cool, deliberate judgment. Haste invariably meets its punishment.

19. Remember the number of cards each person draws. It will save you many hard knocks.
20. When in doubt take the trick, as in Whist.

CHAPTER IV.

PROGRESSIVE HIGH FIVE.

1. Omaha deserves the credit of having given to the world Progressive High Five. Society had grown tired of Progressive Euchre, Progressive Poker, Drive Whist, and longed for a new game which would commend itself to all card players, and at the same time afford amusement for those ladies and gentlemen who never play cards as a science, but simply to pass an evening that would otherwise hang heavily. Progressive High Five resulted, and I know of no more interesting game for the devotees of fashion.

2. Progressive High Five is Double High Five, with the changing of partners at each table added.

3. Thirty-two (32) points constitute a game, fourteen (14) points, as in Double High Five, representing a hand.

4. Partners are chosen in various ways, the ingenuity of the hostess sometimes making the choice a very interesting one. Different colored ribbons may be used in determining who shall be partners, persons having the same color playing together, while the number of the various tables may be printed on the ribbons.

5. Or, what is still better, you may have a series of quotations upon slips of paper, and then tear the slips in two and distribute among the guests, persons holding the same quotation, or part of the same, becoming partners.

6. Use full pack of cards without the joker.

7. On the commencement of the game, the ladies at the several tables cut for deal, ace being low, and low dealing.

8. Playing begins by the tapping of a bell at the head table, and ends when the head table has scored the requisite number of points.

9. The winners at the head table remain, all other winners at the different tables progressing to the next higher, changing partners each time they progress.

10. There are fourteen (14) trump cards in the pack counting the second five (5) spot of the same color.

11. At the tap of the bell at the head table all playing ceases.

12. Should there be a table which had not played thirty-two points at the tap of the bell, the side having the most number of points progresses.

13. In the event of a tie between sides, the ladies cut, low winning the game, and thus entitled to progress.

14. After the first game the "visiting lady" always deals.

15. The record of the games won by each guest is kept upon cards provided for the purpose, and which are usually attached to a button-hole or carried about the wrist.

16. At the end of each game the hostess and her assistants present to each winner a "gold wafer," which is pasted upon the card, and to each loser a "green wafer" is given, which is placed upon the reverse side of the card.

17. Upon the termination of the play, the host or hostess makes up a record from the score cards, counts the number of gold and green wafers on each, and awards the royal or first prize to the person having the largest number of gold wafers.

18. If there is a second prize it goes to the person having the next largest number of gold counters.

19. If there is a "booby" prize it goes to the person having the largest number of green wafers.

20. In case of a tie in the number of gold wafers, another game is played, the rivals choosing two other players to complete the table. Or, if agreeable to the host and hostess, the tie may be decided by cutting, low winning, as in the other cases mentioned.

21. As in Double High Five, the bidder may take from the deck the trumps remaining therein, which is called "robbing the deck."

22. Nine (9) cards are dealt, as in Double High Five, the discard being the same.

23. The same rule governs as to naming the trump and the disposition of the bid, in the event of non-success, as in Double High Five.

24. After the nine (9) cards apiece have been dealt and the trump is named, each player discards from his hand, face upward, all except trump cards and calls upon the dealer for a sufficient number from the deck to make up a hand of six (6) cards which are dealt in order. If the deck runs out before all are supplied, make up the deficiency from those discarded. If any player has more than six (6) trumps he must discard the extra number, retaining but six (6). If a player discards a trump card by mistake, any player discovering it may take it up and add it to his hand, discarding another in its place. But if trumps have been discarded because of an overflowing hand, they cannot be thus captured, but must remain discarded. If a counting trump is discarded by mistake and not discovered until the cards are all played, it counts to the side naming the trump.

25. The five (5) spot of trump suit outranks the five (5) spot of the same color.

26. The person naming the trump must begin the play by leading trump.

27. In the event of close scores toward the end of the game, hands should be played out, unless all the players are satisfied that one side or the other wins the game, in which case playing may cease when the winning side has made the requisite number of points. But should one player demand that the hand be played out, his request must be granted.

28. For all other rules governing Progressive High Five see "Double High Five."

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